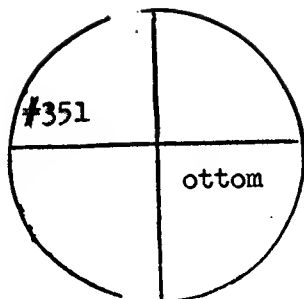
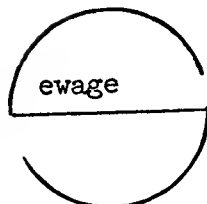
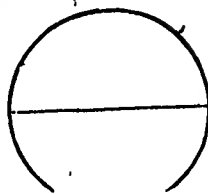
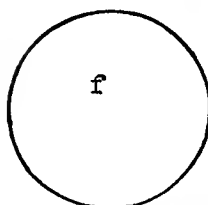


Games:
90W Ends
91 H
91AD
91IE
92Q
92AU
93Q



4-25-93
\$15.00 Game fee or
a sub for \$12/17 issues



ank

93 Q Spring 1901 All Countries come out of the box looking for postions

England(Ditter)
F Ion-Nth:
F Edi-Nrg:
A Liv-Yor:

Austria(Vaporis)
A Bud-Ser:
F Tri-Alb:
A Vie H:

France(Wingate)
A Mar SA Par-Bur:
A Par-Bur:
F Bre-Mid:

Turkey(Payne)
F Ank-Bla:
A Con-Bul:
A Smy-Arm:

Russia(Hodel)
F StP sc-Bot:
A Mos-StP:
A War-Ukr:
F Sev-Bla:

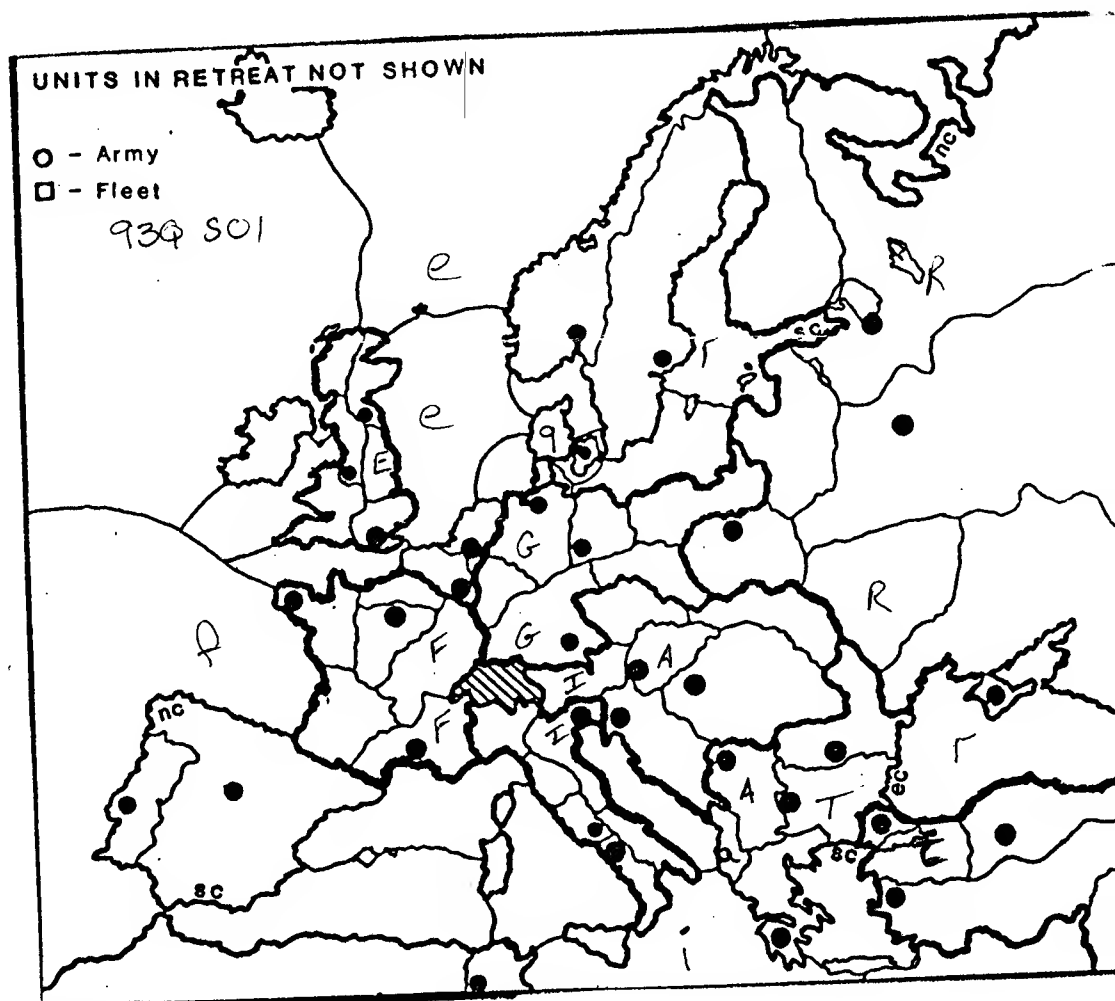
Italy(Gavigan)
A Ven-Tyo:
A Rom-Ven:
F Nap-Ion:

Germany(Lachick)
F Kie-Den:
A Ber-Kie:
A Mun H:

The underlined moves fail, they all were good. Deadline for the fall moves will be the 16th of May93 at noon EST.

Russia-World: Any home brewers out there??

Derot: Becareful you don't brew in your own stew.



Barbarian, Kingdom, and Empire

Barbarian, Kingdom and Empire (BKE) is a good multiplayer game. It is set in the era of the fall of Rome, though it does not have to play out that period. It is a game that can use from 2-8 players it it and people can start at any time and have fun with this game. It is a war game, but it also teaches people much more than that. It teaches how the races swept across Europe and it teaches how races built up from Barbarian to kingdom and then to empires and how under just the internal weight of all that that the Empire is not growing but is really in decline. It is a fun game, much like Risk, or Axis and Allies, though more complex than both of those by a long shot.

What do you get for the \$28.00. You get a full color flat box with the art just ok. You get a 16 page rule book, 6 sheets of 100 counter back printed, with ok symbols, all sheets are the same but for the color on them, they are white with different colors, Turn sheets for the players Baggies for the counters, and some dice and the map that is very functional that is not very good on the looks. There is color on the map, but well it does not look all that good, but it does what it is suppose to do. It is not a lot there, when it first game out it was like \$25.00 and not state of the art at all, but it is from a very small company and well one understands that they do not get the best price breaks at the run size that they have.

Though the box may not be all that pretty, the game is a gem. It is a great game that allows you to take Barbains, and have them grow for sometime, and then as they grow they grow into a kingdom and then into a Empire, if they are still around. These ideas on how things start to grow and then fall under their own weight is very interesting. When you are a barbarian you have little to worry about. Your troops are very weak if you have any. You are a tribe that is growing and hopefully no one will attack you while you are a peaceful tribe. Then you you grow multipling by twos max and if you created a army unit you no longer grow, or if you reach 10 + unit count down to Kingdom starts. This means that you will want an army to build up to the point where you can take cities(taxes) and set up your own Kingdom.. Once you become a kingdom you have more to look after, upkeep of the army, taxes, administration, capitols, leaders, treasures and countdown to the Empire begins. Kingdoms are still exspanding, but once you reach Empire you are now just trying to hang onto what you have. Though you have better units you have more territory larger up keep, etc. You add Garrison units, Elite Units, Have to watchout for rebellions, Diplomacy starts to play a part here, Thus more headaches. You have to make the income balance with the out go and they have to have defenses and you have to have offenses and it is eaiser when you are smaller. But that is the game to teach you how it was like to go through these stages and to apply what you have learn.

The game is simple the movement is by area tribe move one area and grow, others have movement up up to 4 zones. Combat is odds adding attacking to defending with terrain and thisngs and then applying the results of all that. Thus simple combat and movement. Navies are also included in all of this, Optional rules have sea crossings Optional starting postions, vikings Arbabs, Persian Mun's Byzantian.

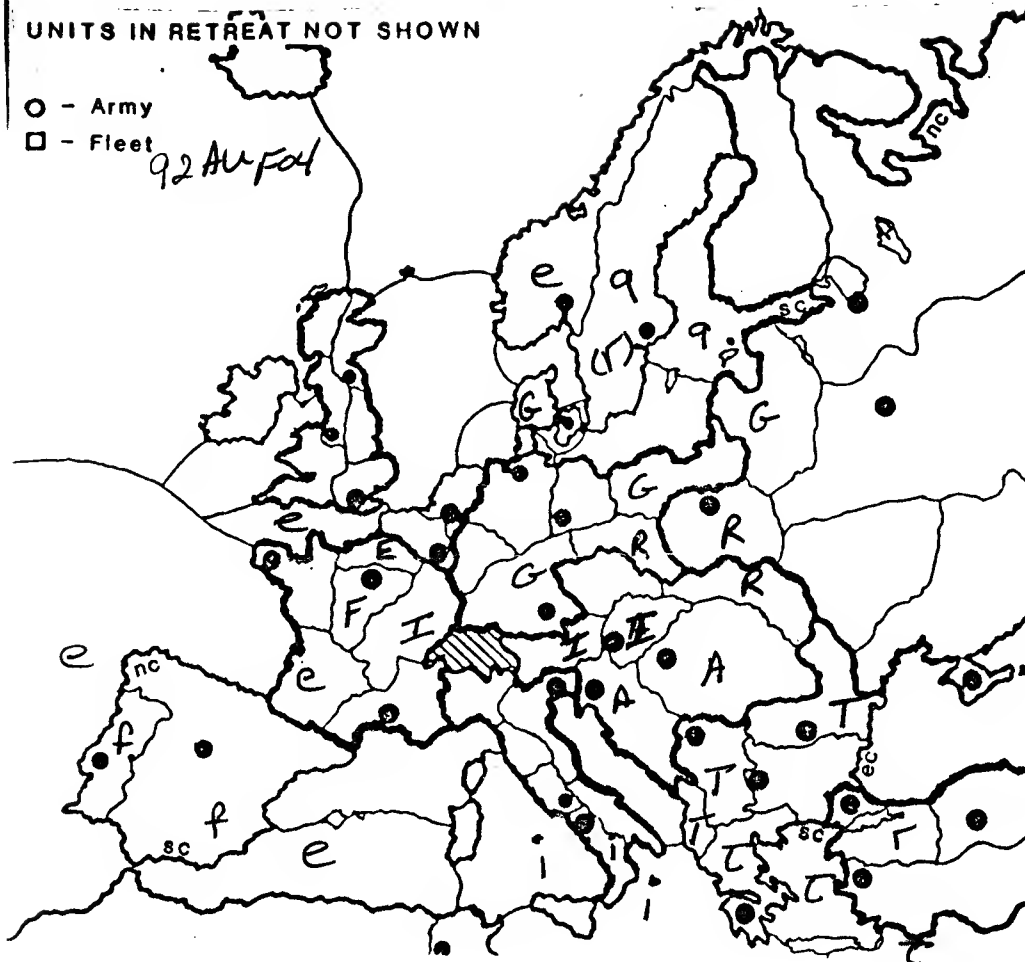
They have all sorts of histirical types of scenarios and many other things as well as having a free for all. Once a player has been elimated he can reenter as a tribe and grow again. You have different victory conditions for what ever it is you want to play, thus you have a game that can go many different ways. There are some very good historical scenarios giving you ideas and insights into how Rome fell and how other things fell, as well. Thus all sorts of things canbe done with this game. Worth the price to play it a few times. A very good game concept and the rules work well doing and covering what the game desiger wanted.

UNITS IN RETREAT NOT SHOWN

○ - Army

□ - Fleet

92 AU Fall

92 AU Fall 1904
Germany Grows.

Austria(Vaporis)

A Bud S A Tri:

A Tri S A Bud:

Italy(Wiess)

A Vie S Austrian A Bud: Bud:

A Tyo S Austrian A Tri:

A Mar-Bur:

F Nap S F Ion:

F Ion H:

F Tyn S F Ion:

France(Tiffany)

F Por S F Spasc:

F Spasc S Italian A Mar-Gas:A Par-Bre:

Russia(Ditter)

A War-Mos:

A Sil-War:

A Gal S A Sil-War:

F Swe S English F Nwy:F Bla-Ank:

England(Senzig)

F Mid S F Bre-Gas:

F Bre Gas:

F Wes S F Mid:

F Eng-Bre:A Pic-Par:

F Nwy S German F Bal-Swe:

Germany(Payne)

F Bal-Swe:

A Den S F Bal-Swe:

F StP-Bot:

A Liv-Mos:

A Pru-Ber:A Mun-Ber:

Turkey(Yandora)

A Alb-Tri:

A Ser S A Alb-Tri:

F Gre S F Eas-Ion:

F Aeg S F Eas-Ion"

F Eas-Ion:

A Rum S A Ser:

The underlined moves fail The Russian A Gal is in retreat
as id F Swe D & E The supplies:

Aus: Tri, Bud 2 E

Eng: Lon, liv, edi, bre, nwy, bel, 6E

Fra: Spa, por, par, 3

Ger: Ber, mun, kie, swe, hol, den, stp 7+1

Ita: Nap, vem, rom, tun, mar, vie 6 E

Rus: ank, war, mos, sev 4

Tur: con, smy, bul, gre, rum, ser 6 E

Deadline for winter and spring will be the 16th of May
at noon ESTPress: E-G Oils well that ends well, hope to
write soon.

#10 Downing-Vatican Sq: Better Baptize those new troops-
Think of the rising sun.

Rus-Ger: I know I didn't write.

Rus-Ita: Make friends with your enemies.

Eng-Ger: Id Russia moves to Ska you die!

Detrot: Where the weak are killed and eaten.

I-E: I get a bonus of life for three more years for the 3 builds. Short lived
success is still a success. Now about you get out of the Med and go eat some frog
legs with saurkraut and see if I don't go hunt Yurkey.

I-t: E-G Vs T does that sound fair to you? send me flowers or a sign.

Last Issue I said that the Grand Con was in June. That is JULY 17th not at June. This will be at the VFW Hall in Walker Mi. I will be there running a real big BattleTech game. It will be fun and some very interesting twists to the game. If you are a BattleTech player this will be a great fun for you.

This has been a great spring and I'm looking forward to the up coming Cons.

Gonna Do What you can Con in Ferndale. This is May 8 and I'll be there running an ACW game and maybe getting into some other things as well. It will be a lot of fun. They will be playing all sorts of miniatures games there and the cost will be about \$5.00 for the day. It has always been fun at this con and games for everyone.

Then there will be Mich Con at the Southfield Civic Ctr. This will be over Father's Day and that will be a real blow out. It will be lots of fun. I'm hoping that the Pre Regs etc are now in the way to people and That I will be able to get out information out soon. June 18-20 will be the dates for this one

July is Grand Con the 17th

August there will be Gen Con the 19-22 this will be 15-20,000 screaming people that will game all night and all day. This will be a great time for all people fantasy and histroical and what ever it is that you like to play.

Orgins will be in July down in Dallas if I'm not mistaken.

What is new out there in the way of things???

Palladium has come out with the long awaited Rifts World Book II England. It is a \$16.00 book and covers all sorts of things from the mythic England and that type of Stuff for the Rifts world. More Magic for Rifts and all sorts of other types of things. If you have been playing Rifts then you will need this one to play with.

RAFM has come out with a dozen new indivial figure paks. These are all sorts of character types. Good looking figures for \$1.75 each. They have also come out with Nyarlathorep.

Avalon Hill has come out with a couple for the tales of the floating Vagabond Cosmic Paternity Suit and Wheres George. They have also come out with Here Come the rebels the continuation of the StoneWall Jackson's Way game. The Statis Pro Baseball game is also out as well, for the 93 season along with the cards for the 93 season.

Xen has come out with an updated and all the Glitches taked out secon edition of World at War for Axis and Allies.

Then there is the Maga Traveller Journal #4
Future 31

Pass the Pigs from Milton Bradly has come out as well. This is the old Pig Mania Game.

Emperor's Headquarters has come out with Alexander for the Acient Empire Game. This is Army OB and Scenarios to play in the time of Alexander the Great and find out why he was so great. Will you be able to do what he did or Better? Maybe wrose? Play and Find out if you like Acient Mini's

France(Barwick)	Russia(Senzig)	Turkey(Patterson)	Germany(Wiess)
A Bur-Mun:	A Pru-War:	A Rum-Ukr:	F Nth-Ska:
A Mar-Pie:	A Mos-Sev:	A Ser-Rum:	A Ber S A Liv-Pru:
<u>F Tun S F Wes:</u>	<u>F Bla-Con:</u>	A Bud S A Ser-Rum:	A Kie S A Ber:
A Nap S F Tun:	A Bol S A Sil-Gal:	A Con-Bul:	A Ruh H
<u>F Lyo S A Mar-Pie:</u>	A Sil-Gal:	A Mun-Tyo:	<u>F Den-Swe:</u>
<u>F Wes S F Lyo:</u>	<u>A Vie-Tri:</u>	A Ven-tri:	<u>A Yor-Edi:</u>
	<u>F StPnc-Nwy:</u>	A Smy- Rum Arm:	A Liv-Pru:
	A Swe-Nwy:	F Ank S A Smy-Arm:	
		<u>F Aeg-Con:</u>	
		<u>F Tyr-Lyo:</u>	
		<u>F Tus-Pie:</u>	
		<u>F Nap-Rom:</u>	
		<u>F Ion-Tun:</u>	

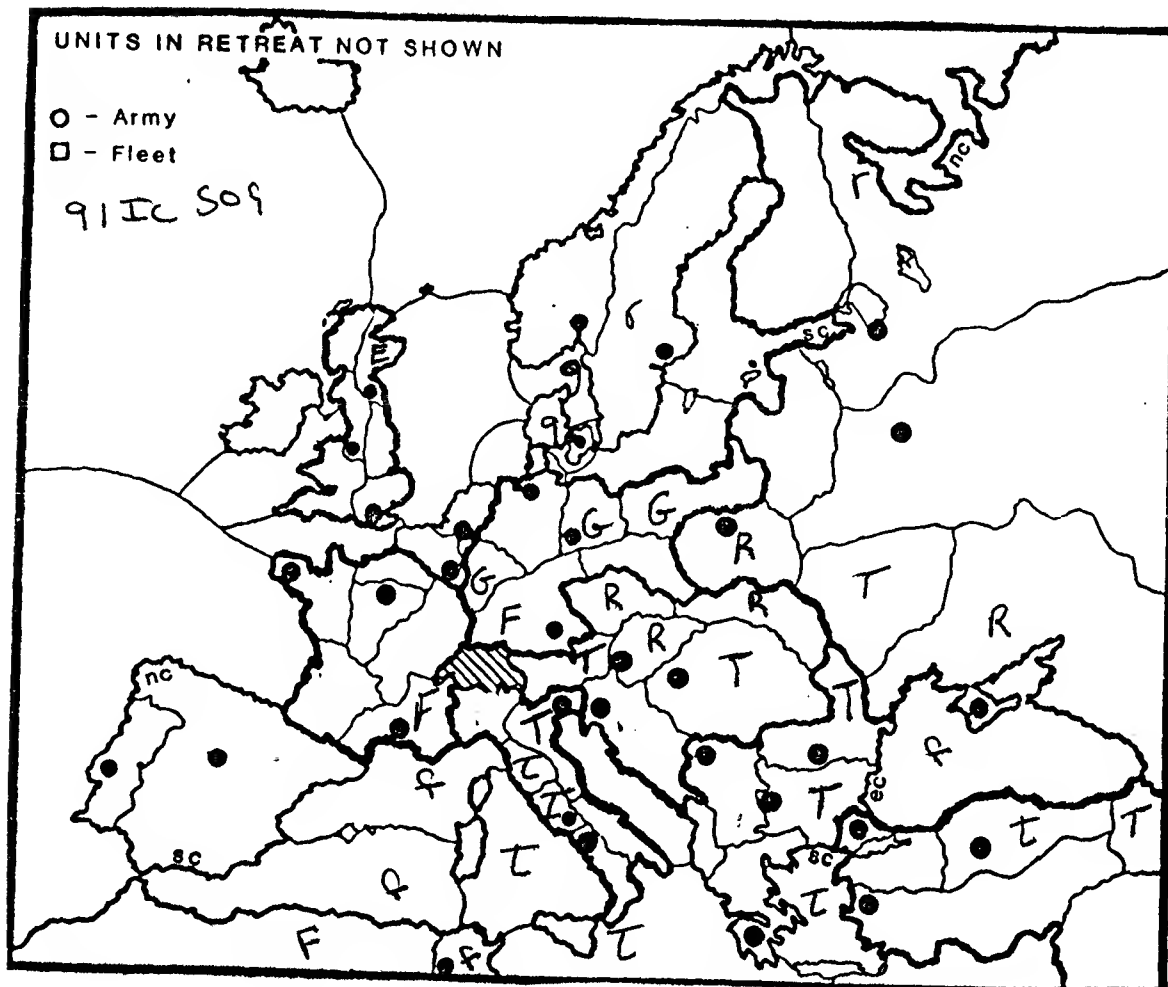
The underlined moves fail the deadline for the spring or fall 1909 will be May 16th at noonest.

Press: Russia-Turkey: Good Job old man. The tide had not turned for us, but it has for you.

Russia: Germany War is ---

Russia-France: The one thing we have in common is a Turkey Sandwich.

Der t G od to munch on right?? can you get your fill though is it big enough???



More game news

Westend games have come out with some new things. First for the Starwars we have The GM hand book once again a new revised second ed. of all the stuff that was in the first and even more. Also the softcover of the Dark Force Rising. Two blister miniature cards have come out. They are Drifts #2 Cloud City #1. Torg Infiniverse Update #2 has come out for that game. It is too bad that game has not taken off better. I think I'll talk about that in the next review page here in BOAST.

Counter Attack #4 has come out it seems like this zine is a bi yearly zine. This issue has the Korea 95 game in it and there are articles on Hong Kong 41, WWI on the Black Sea, and much more for only \$12.00.

The Dungeon Mag as well as two novels, one for Spelljammer and another one have come in from TSR.

Clash of Arms games have come out with four books, Hard cover and very well done books. They have the Gettysburg campaign and the Wilderness for the ACW. Great looking books as well as a wealth of information in these books. They we have little Big Horn, and find out why Custer did what he did and why he lost the way he did. Then we have the American Rev one called Philadelphia Campaign. Great books for those that like a very nice History with hard stats etc.

IDD have come out with Shades of Fantasy RPG. This can be converted to all systems. Strong on the races and professions available. Fumble tables and Critical hits etc. \$20.00

Lock and Load has come out from Phoenix Command for the Vietnam.

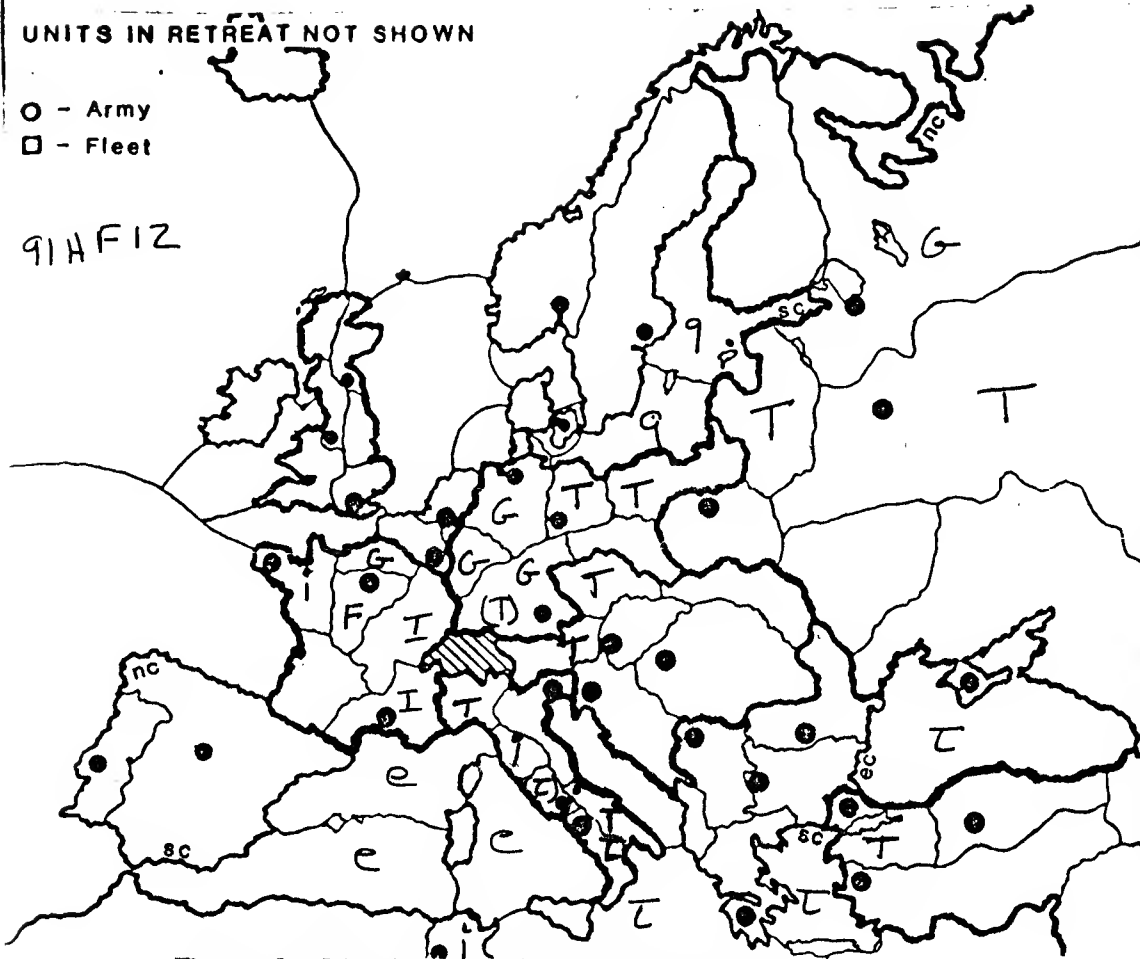
GDW has come out with a new zine cover their games on the 20th and mainly the miniature rules that they have out. Called Commandpost Quaterly and the cost is \$7.00 They have also come out with the new Era item called Survival Margin. This will allow you to update your Traveller game to the New Era system when it comes out ver soon. They also have come out with Empathic Source book for Dark Conspiracy.

White Wolf again has come out with a bunch of foul language in the Cook Book for Vampire as well as the Clan Grebel or what ever. They have also come out with the white magic for Ars Magica. This will fill out the magic that they have out there. It is an historical look at a magice system that was in use in Europe etc in the dark ages.

Decesion Games have come out with Naploens First Battles, four Battles, and the Seven Days Campaign. These are both \$28.00 games. I feel, I have yet to see these games that they will be too much like the old SPI Quad games that had no meat to the rules at all. I will see some copies of these games very soon and I'll take a good long look at them and see what they are like. I hope they are a lot more than the Quad games and more like some of the games like Fury in the West simple but the right feel of the game.

Mayfair has come out with a couple of new items they have Demons Denizens of Verekna. Desriptions etc of the leaders of the cities etc and so forth of the various people in the cities in the under world. \$14.00

91HF12



deadline is the 16th of May at noon for the spring and the winter moves

A Par-Bre:

More News of this and that

Lock and Load from ODS is for the Battle Lords of the 23rd Century it is their first campaign module for the game.

BTRG have come out with Time Capules 2 more ideas for adventures for Time Lords RPG.

For all the Starfire people out there we have first Contact, which is a really nice looking add on for the Starfire system. You get two new races in this game background materil and ship data more rules and counters , and scenarios as well all for \$10.00 . Then they have also come out with D3 Module called Booms and Scaucers, for SFB. Add some new scenarios and you have a nice little \$6.00 module.

Lots of New Minis for Heartbreaker nice looking at between \$1.75-1.95 Space Knights. USA has some aircraft, In Service Minis some new Mirco Armor., Lots of New Grenadier Fantasy stuff, Ral Partha Shadow world stuff, and Games Workshop all sorts of new Mini's

The Main Event a New BattleTech Novel from FASA has come out. Looks pretty good if you are into BattleTech.

Stellar Games have come out with their Botton packs which are really nice. They have some very good game saying and are funny. Kids buy these things all the time. Look for these buttons at your store

Also from FASA we have the BattleTech ~~XXX~~ Operations Manual Source book. This book gives you all the details of the operations of the intelligence gathering operations of both the Inner Sphere and the Wolfnet. Dark Angel for Shadow Run adventure. Very nice looking.

Whitw wolf has also come out with a Vampire Module called Clan Book Gangrel which has many swaer words in it. VAMPIRE is becomming the test ground for freedom of speech. Well it is alright to use these words , but please let people know about them so we do not sell these to minors. It is a very bad way to give our hobby a bad name that in many ways is bad already just becuae of D&D(unjustly so). They have also come out with the Book of Wyrms from or for Werewolf. What do wolves and wryms have together??

Legions of Steel a game that looks a lot like Space Hulk, with a Pound of lead mini's in the game. If you have seen Space Hulk you know what the looks of Legions of Steel will be like. Not instead of just aliens they have a lot of other things and the rules I have not seen, but the looks and looks alone make you think of Space Hulk. At \$60.00 they have done a very nice job. The game looks good. I don't know how this SF board game plays though.

TSR has come out with the April releases featuring Black Flames for Dark Sun. Iuz the Evil for World of GreyHawk. The Deck of Magical Items, nice idea the GM can hand out the cards so the people know what they have with everything written down for quick referance. Swamplicht a A D&D and Al-Qadium A dozen and one adventures a box set for the game.

RAFM has come out with some very nice looking 15mm ACW figures. You get a pack of 100 for \$20.00 if you are into ACW take a look at these figures.

91 AD Spring 1910 Looks like the end will be soon not much movement peace taking place.

France(Bitter)

A Gas S German A Mar:

F Bre S German F Mid:

Germany(Boulet)

A Mar S French A Gas:

A Sil S A Mun:

A Mun S A Sil:

F Eng S F Mid:

F Nth H

F Mid H

A Ber S A Mun:

Austria(Moffman)

A Boh H:

A Tyo S A Boh:

A Vie S A Gal:

A Bud S A Gal:

A Rum S A Gal:

F Bla S A Sev:

A Sev H

F Tyn-Wes:F Ion-Tyn:F Adr-Ion:

A Gal H

Russia(Model)

F NAO S German F Mid:

F Iri S German F Mid:

A Pru S German A Sil:

A War S A Ukr:

A Mos S A Ukr:

A Ukr H:

Italy(Fischer)

A Pie-Mar:

F Lyo SF Spasc:

F Spasc S F Wes-Mid:

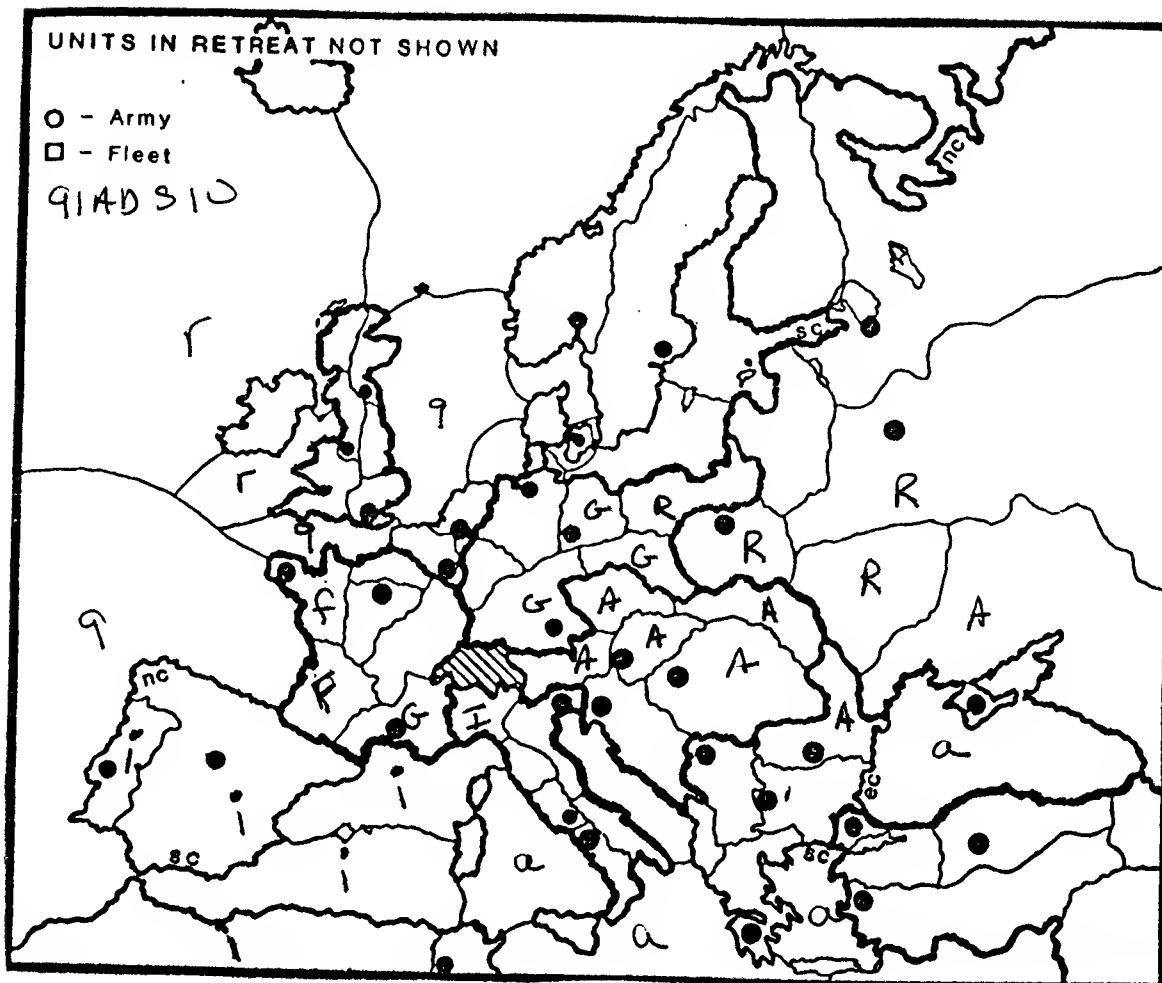
F Por S F Wes-Mid:

F Wes-Mid:

F NAF S F Wes-Mid:

The underlined moves fail. The deadline for the fall will be the 16th of May. If there is no change in the SC the game will be called a draw between all the players.

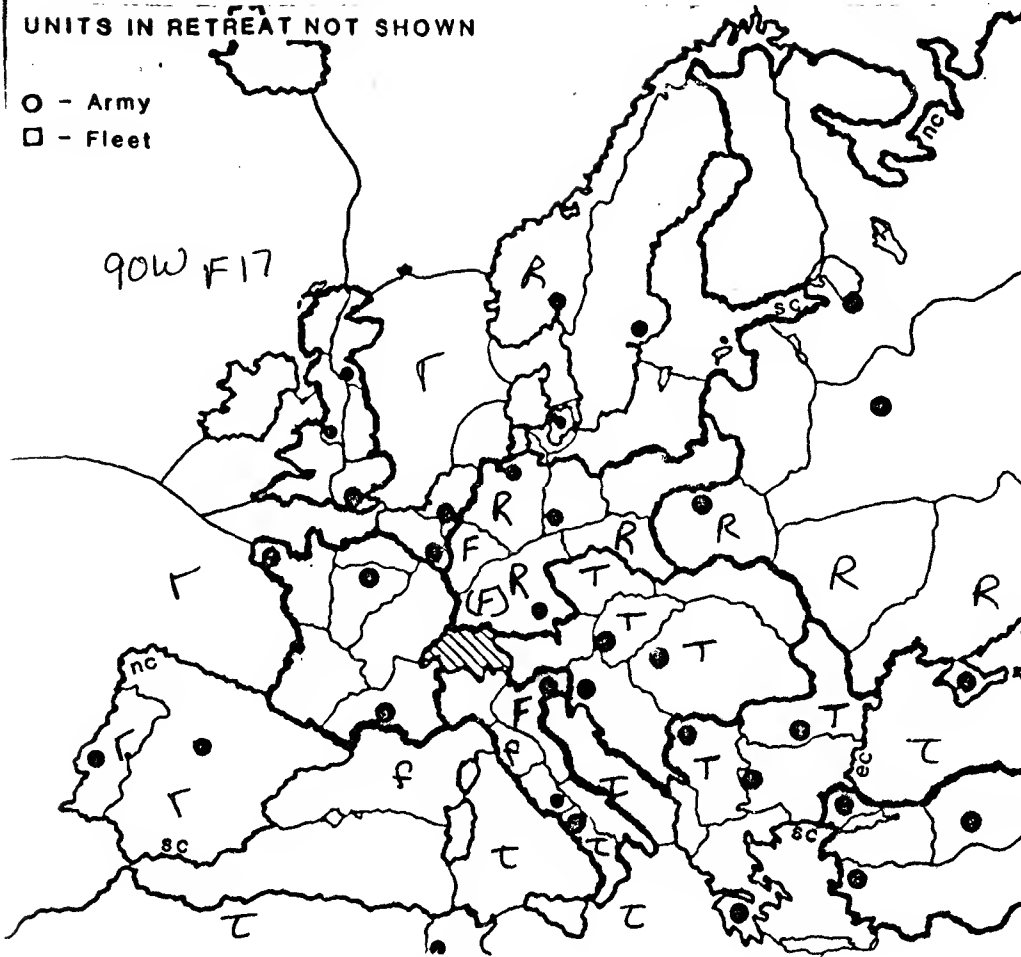
Press: Italy: Well it has been a good game folks.



UNITS IN RETREAT NOT SHOWN

○ - Army
 □ - Fleet

90W F17



The underlined Moves fail Supplies:

Fra: Mar, Ven, Par, hol, tun 5

Rus: Stp, swe, nwy, liv, edi, lon, den, mos, ber, bre, war, par, spa, bel, sev, rum, kie, mun 18 wins

Tur: Con, ank, smy, bul, ser, gre, bud, vie, tri, nap, rom 11

I'll have the final words and the stats and statements with the next issue of BOAST.

90 W Fall 1917 The
 War Ends Russia Takes
 Control

France (Wingate)

F Tyr R Tus:

A Ruh-Hol:

A Mun-Ber:

A Mar-Ven:

F Lyo C A Mar-Ven:

F Tus H:

Turkey (Ditter)

A Gal R Boh:

A Bud-Gal:

A Vie S A Bud-Gal:

A Arm-Sev:

A Rum S A Arm-Sev

A Ser S A Rum:

A Boh-Sil:

F Tyn C French A Mar-Ven

F Ion C A Mar-Ven

F Adr C A Mar-Ven:

F Tun-Naf:

F Con-Bla:

F Nap:

Russia (Patterson)

A Sev H:

A Mos S A Sev:

A Gal H:

A Ukr S A Gal:

A War S A Gal:

A Nwy-Hol:

A Ber-Mun:

A Sil S A Ber-Mun:

A Kie S A Ber-Mun:

F Eng-Mid:

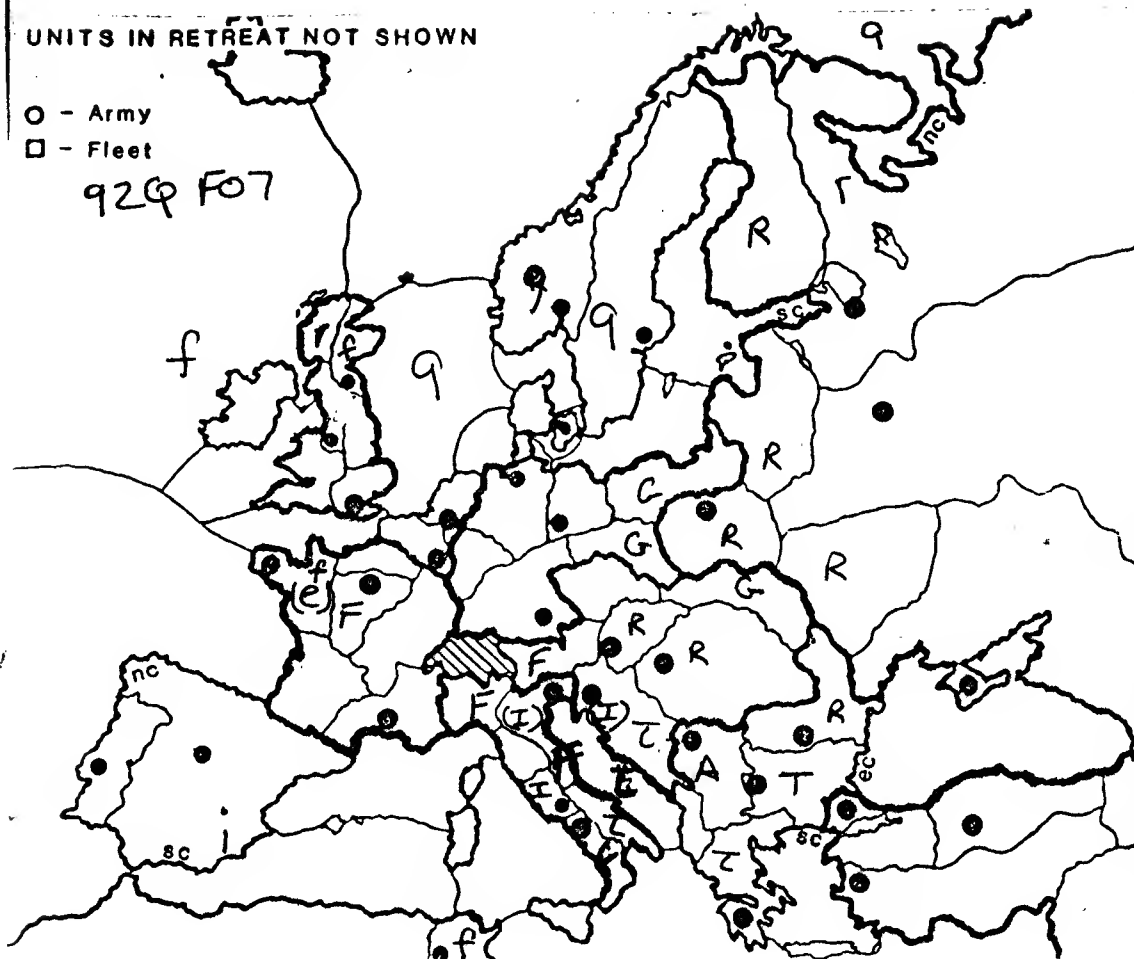
F Spasc H

F Por S F SpaSC:

UNITS IN RETREAT NOT SHOWN

○ - Army
 □ - Fleet

92Q F07



92Q Fall 1907
 Italy takes a beating
 and Spain as well.

With the spring moves
 I forgot to underline
 the Tur A Bul-Ser though
 the map was right.

Russia(Current)

F Nrg R Cly:

A Gal-Vie:

A Vie-Bud:

A Bud-Rum:

A Liv S A War:

A Ukr S A War:

A War H

A Fin-Nwy:

F StPnc S A Fin-Nwy:F Cly-Liv:

England(Payne)

F Bre H:

Italy(Senzig)

F Tyr R Wes:

A Tri S A Ven:

A Ven S A Nap-Rom:A Nap-Rom:

F Wes-Spasc:

Turkey(McHugh)

F Alb-Tri:

F Adr S F Alb-Tri:

F Ion-Apu:

F Gre-Ion:

A Bul-Ser:

Austria(Barwick)

A Ser S Italian A Tri:

France(Wingate)

F Eng-Bre:

A Par S F Eng-Bre:

F NAO-Liv:F Tun-Ion:F Tyn-NapF Edi S German F Nrg:

A Tus-Ven:

A Tyo S A Tus-Ven:

A Pie S A Tus-Ven:

Germany(Vaporis)

F Nrg-Bar:

F Nwy S F Nrg-Bar:F Ska-Nth:

F Swe S F Nwy:

A Gal-War:

A Sil S A Gal-War:

A Pru S A Gal-War:

The underlined moves fail. The Italian A Ven and Tri
 are both in retreat The English F Bre is D & E

Supplies:

Aus: Ser 1 E

Eng 0 out

Fra: Mar,bre,par,ven,nap,por,bel,liv,tun,edi,lon 11+2

Ger: Mun,kie,ber,denhol,swe,nwy 7 E

Ita: Spa, rom 2 -2

Rus: StP,war,mos,sev,vie,bud,rum 7 E

Tur: Con,ank,smy,bul,gre,tri 6+1

The winter and spring moves are due may 16 at noon EST.

Press:

Berlin-Rome/Con: Aren't you guys even going to try to
 change my alliance

Berlin-GM Is this some kind of no writting Variant?

Derot: Maybe they do not know how to write??

Berlin-Paris: Well I'd like to be asked?

Fernadale: But you might not like the answer that I
 give to you.

Moscow-Renegate Brit: An admirable attempt. Sorry you were
 the first to go.

BOAST is now 20 years old. Started in Sept 1971 BOAST has come out every third week since then. Approx. 17 issues per year. There have been up and downs with this zine. Over the course of the last year or so the use of the maps has helped the GM and the players in the games. Started in Zeeland Mich in 1971 BOAST Moved to Batavia IL in 1981, and then to Detroit in 85. During the time span of 20 years only 2 issues of more than 300 came out late. Both of those were within 24 hours of the deadline. Not the best record, but one to be proud of. Well over 50 games have been completed through this zine. Almost 60 games have been started on these pages with some still going. BOAST is the working magazine. We are not pretty, we are not fancy, we just get the job done fairly quickly. Now each game has its own page to make finding the game and keeping track of the game easier. All this for \$15.00 game fee, that includes the sub, and if you start another game while you are in a game it is only \$10.00. There is a game opening now.

Why did I get this issue??? Well if you have never heard of BOAST and you have just gotten into the hobby!! Well I found your name somewhere on someones list, and I'm sending you a free sample of BOAST. Maybe you are looking for a game, I have them open, maybe you just might want to subscribe? This is a sample and do with it what you would like. It is also your invitation to come on and join in on the fun!!!

BOAST runs on very strict 3 week deadlines. The deadlines are noon on Sunday. Boast is then mailed either Sunday night or Monday morning. We like to have press in the games and I enjoy writing some of it myself. BOAST is a home town zine with a lot of friendly people and friendly reading for you. If you are a gamer like I am you will like all the news and views on the games coming up and so forth. BOAST is available from Herb Barents, 17187 Wildemere Detroit, MI 48221. Make all checks payable to Herb Barents.

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